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WHAT IS CLAIMED IS:

1.   A multimedia information transfer system having a
multimedia server and a client server system coupled to
said multimedia server through a network and for
5   transferring data from said multimedia server to a server
and one or more clients included in said client server
system, comprising:

        said multimedia server having means for storing
and reproducing data streams of said multimedia
10 information; and

        said client having means for requesting said
multimedia server to transfer said data and storing said
transferred data and means for displaying said data
concurrently with the storage of said data.

15 2.   A system as claimed in claim 1, wherein said
multimedia server has means for dividing said multimedia
information into N (N is an integer of 2 or more) data
blocks, each of which contains n (n is an integer of 1 or
more) data units, and sequentially transferring said
20 multimedia information to said server of said client server
system on each data block basis, and said client server
system has means for transmitting each of said data blocks
containing n data units to said client for requesting said
server to output said data.

25 3.   A system as claimed in claim 2, wherein nodes on
the network corresponding to said multimedia server, said
server of said client server system, and clients include
network addresses dedicated for communications,

respectively, said multimedia server and said server of
said client server system served as a transmitting side for
said multimedia information include matrix tables for
managing a receive status and a process request status of

5   said client server system, respectively, and said
multimedia server operates to set a request for
transferring data from said client server system to a
proper field of said matrix table and transfer said data
based on said receive status.

10 4.   A system as claimed in claim 3, wherein said
matrix table includes a transfer status area for indicating
if the transfer operation of said divided multimedia
information is completed and a receive status area for
indicating the receive operation of said multimedia

15 information, and said status areas are updated each time
said transfer and receive operations are executed.

5.   A system as claimed in claim 4, wherein the
transfer operation of said divided multimedia information
from said multimedia server to said server of said client

20 server system is executed independently of the update of
the status areas of said matrix table.

6.   A system as claimed in claim 4, wherein the
transfer operation of said divided multimedia information
from said server of said client server system to said

25 client is executed independently of the update of the
status areas of said matrix table.

7.   A system as claimed in claim 2, wherein said
divided multimedia information contains N data blocks, each

of said data blocks contains an address for identifying the subject data block, and each of n data units contained in each data block has a data address.

8.   A system as claimed in claim 7, wherein said
5 multimedia information includes image information, and if said image information is transferred from said multimedia server to said client, said client operates to specify the address for identifying said data block of the stored image information and the data address of a specific one of said
10 data units for the purpose of reproducing said image information.

9.   A system as claimed in claim 3, wherein said network address dedicated for communication includes one network address dedicated for receive and the other network
15 address dedicated for transmission.

10.   A multimedia server for transferring multimedia information to a client server system through a communication network in response to a transfer request for said multimedia information from said client server system,
20 comprising:

        means for dividing said multimedia information into N (N is an integer of 2 or more) data blocks, each data block containing n (n is an integer of 1 or more) data units;

25   means for transferring said data blocks to said client server system on each data block basis; and
        a table having a transfer status area for indicating if a transfer operation of said divided

multimedia information is completed and a receive status

area for indicating if a receive operation of said data

blocks transferred from said client server system is

completed, the transfer operation of said divided

5   multimedia information being executed based on said status

information of said table.

11.   A client server system containing a server and a

plurality of clients coupled to said server and for

receiving multimedia information from a multimedia server

10   through a communication network, comprising:

means for receiving said multimedia information

composed of plural data blocks at each data block unit and

storing said data blocks; and

display means for reproducing and displaying said

15   multimedia information of said stored data block while the

next data block of said multimedia information is being

received.

12.   A storage medium for storing a program code read

and executed by a computer, comprising:

20   a first section for storing a program code for

dividing multimedia information into N (N is an integer of

2 or more) data blocks, each data block containing n (n is

an integer of 1 or more) data units in response to a

transfer request for multimedia information from said

25   client server system;

a second section for storing a program code for

transferring said data blocks to said client server system

at each data block unit based on status information stored in a table; and

a third section for storing a program code for generating transfer status information for indicating if a

5   transfer operation of said divided multimedia information is completed, receiving receive status information for indicating if a receive operation of said data blocks transmitted from said client server system is completed, and storing said transfer and receive status informations

10   in a table.

13.   A storage medium for storing a program code read and executed by a computer, comprising:

a first section for storing a program code for receiving multimedia information composed of plural data

15   blocks transmitted from a multimedia server at each data block unit and storing said data blocks;

a second section for storing a program code for reproducing and displaying the multimedia information composed of said stored data block while the multimedia

20   information of the next data block is being received; and

a third section for storing a program code for generating receive status information for indicating if a receive operation of said data blocks is completed and transmitting said receive status information to said

25   multimedia sever.

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